NieR: Agaku

An UNOFFICIAL Tabletop Roleplaying Game

Agaku (足掻く)

"To paw at the ground; To struggle"

Everything that lives is designed to end.

We are perpetually trapped in a never-ending spiral of life and death.

Is this a curse? Or some kind of punishment?

I often think about the God who blessed us with this cryptic puzzle

and wonder if we'll ever have the chance to kill him.

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CH01 – Introduction

From Pod 153, to fans of NieR: Automata

[ref &NieR: Agaku]

QUESTION: What is a tabletop roleplaying game?

AFFIRMATIVE: It is hypothesized that this game is "interesting."

HYPOTHESIS: "Interest" is an internal incentive that allows humans to practice tolerance.

RECOMMENDATION: To play this game exploring the world of NieR.

FROM POD 153 TO 042: Affirmative. We have concluded executing additional advertisement duties.

Adventures in the Aftermath of *Nier*

Welcome to *NieR: Agaku*, where Players take on the roles of YoRHa units during the 14th Machine War. While fighting Mankind's enemies, you develop from a "soulless machine" into an individual. Yet that individuality comes with a price. At some point, YoRHa might take notice and act against you.

To put it briefly, it's a slow descent into madness while on a journey of self-discovery.

Chances are that you know both what a tabletop roleplaying game (TTRPG) is and what happens in *NieR: Automata*. But if not, allow me to introduce you.

In simple terms, TTRPGs, such as the popular *Dungeons & Dragons*, are a way for people to create a shared story together. They use their imagination and the rules outlined in this book to experience encounters and situations far beyond a traditional board or video game. There is no winning or losing, only a collaborative and (hopefully) enjoyable experience with friends.

All games have rules. This book provides such rules that will help everyone involved agree on what happens in the story, avoid conflicts over individual actions, and generally ensure everyone is working together to weave a story.

As for *NieR: Automata*, my best advice is to grab it on a Steam Sale or otherwise experience it for yourself if you have not already. If you are reading this without any knowledge what your friend has asked you to read, do not worry. All you need to know will be outlined for you. Just know that, from CH07 onwards, there is a high probability of spoilers from the game.

What You Will Need

You will need several things to enjoy *NieR: Agaku* with your friends:

- Time
- Players
- A Gamemaster (GM)
- Characters
- Dice
- Tokens

Time

All participants in a game must set aside some mutual time, commonly referred to as a "session." This is typically 3 to 4 hours of gaming, not including travel or setup. Some groups may run shorter or longer depending on both availability and what sort of story

the Gamemaster has prepared. Showing up on time and ready to play is crucial to the success of your game.

Players

At bare minimum, *NieR: Agaku* requires two Players, with one of those Players acting as Gamemaster (See Below). The recommended number of Players is three to six. It is possible to play with more, yet the more Players there are the less time each Player gets to share the spotlight.

Gamemaster

Also known as the Dungeon Master, Storyteller, and many other monikers, a Gamemaster is essential to every group. One Player must take on the role of the Gamemaster, while the other Players take control of Player Characters (See Below). The Gamemaster is responsible for three major items:

- Determining how a Player's declaration translates to the rules
- Deciding if a given rule applies in a given situation, perhaps making or changing a rule to work in the process
- Roleplaying and describing the setting and NPCs in a given scene

NPCs, or Non-Player Characters, are characters that are not controlled by the Players. The Gamemaster is responsible for roleplaying them in response to the actions of the other Players. They can be just as much a major actor as the Player Characters, but not to the point where they overshadow them!

It is recommended that the person assuming the role of the Gamemaster should have at least played or otherwise experienced *NieR: Automata*'s full story.

Characters

Every Player (besides the Gamemaster) needs a character. CH02 contains all the information Players need to create new characters. These Characters are Androids initially working for YoRHa.

Dice

It is recommended that each Player (including the Gamemaster) have at least one 12-sided dice (referred to as a d12). An ideal amount per Player is 10d12.

Tokens

You will need some way to keep track of two Metacurrencies: Drive (Players) and Risk (Gamemaster). This could be poker chips, beads, or really anything that is easily grouped and counted at a glance.

CH02 – Creating Your Android

YoRHa

YoRHa is an elite military force of androids charged by the Council of Humanity with fighting the invading aliens and their machine lifeforms. YoRHa's base of operations is an orbital installation known as the *Bunker*. From there they are constantly fighting to reclaim Earth for the human race. **Glory to Mankind.**

YoRHa androids are distinct from previous android models still present on Earth. Typically, these YoRHa units are more advanced and divided into specific models for defined roles. Each unit is denoted by a number and a letter that indicates their model type. For example, "Attacker Number 2" is referred to as "A2." Modern designations put the number before the model type (e.g. "2A"). This is effectively a unit's name.

Android Models

Playable models of YoRHa androids include:

- **A – Attacker**: Specialized in close-ranged combat, with exceptional dash abilities and an experimental "berserk mode" ("B-Mode") only used in this model. Considered Obsolete.

- **B – Battler:** All-purpose combat unit, a hybrid of the A and G prototype models.
- **D – Defender:** Focused on defensive tactics such as the use of barriers, and heavily reinforced against the Logic Virus.
- **E – Executioner:** Combat model specifically designed for anti-android operations. Functionally similar to B-models. Meant for Advanced Players, further details on E-Models is found within CH07. You must get permission from your Gamemaster to play this model.
- **G – Gunner:** Specialized in long-range combat. Considered Obsolete.
- **H – Healer:** Specialized Repair Unit, with additional tools both for repairing physical damage and dealing with data corruption and electronic warfare.
- **P – ERROR:** [Data Corruption] You must get permission from your Gamemaster to play this model. Guidance for GMs is found in CH07.
- **S – Scanner:** Scout unit with additional sensor capabilities and a comprehensive hacking suite for gathering data. Unique in that they are the only current-production male YoRHa androids.

Though not available as Player Characters, there are also the following models:

- **C – Canceller:** Tasked with hiding YoRHa signals during descents from the Bunker
- **O – Operator:** Logistical model that provides intel and missions for units in the field as well as collecting and compiling command-level data. One Operator is assigned to each combat

unit in the field. O-Series are not permitted to leave the Bunker.

YoRHa androids are able to switch roles at their own request. This involves having their data uploaded to a body of another model type.

All YoRHa androids possess the Near Field Combat System (NFCS). It allows them to control their weapons without touching them. B-Models can use this to swing their sword from a meter way from their target, and G-Models can poke their guns out of cover without revealing themselves. There are many small benefits to the NFCS, only limited by your imagination and what the Gamemaster allows!

Actions & Styles

Actions and Styles are numbers that represent an android's capabilities in the field. Actions are used to determine how many dice to roll, while Styles determines what the target number to roll under or equal to is. Actions range in value from 1 to 12, while Styles range in value from 1 to 10.

Actions
There are six Actions:

- Attack
- Defend
- Move
- Talk
- Study
- Tinker

Attack is used when performing an action with a weapon, hacking, or generally acting in a manner that could be considered to be harmful to another actor.

Defend is used to resist the actions and/or influences of another actor or the environment itself. This could be blocking, parrying, dodging, and so forth.

Move is used to move around. Quite simple, really.

Talk is used to handle any conversation or other bits of roleplay where the outcome of the conversation is in doubt.

Study is used to gain information about the environment or an enemy.

Tinker is used to modify a weapon, repair something, or craft something.

Styles
There are six Styles:

- Skillfully
- Quickly
- Powerfully
- Quietly
- Strategically
- Methodically

Skillfully is used when an actor is showing off their abilities, such as extra sword flourishes and exceptional craftsmanship.

Quickly is used when an actor wants to accomplish something in the shortest time possible.

Powerfully is used when an actor wants to devote additional resources (such as Strength and Force of Will) to accomplish something.

Quietly is used when an actor wants to conceal or hide their Action from another.

Strategically is used when an actor wants to accomplish something clever using their intelligence.

Methodically is used when an actor is doing things "by the book."

CH03 contains more information about how to apply Styles during Combat and Opposed Rolls.

Other Statistics

In addition to Actions and Styles, an android has the following statistics:

- Corruption
- Health

Corruption is a value that represents the integrity of your Black Box. The Black Box contains your personality, memories, and other data that you have gathered. It is regularly synchronized with the Bunker *so long as you have less than eight corruption*. Once you hit eight corruption, you are no longer able to synchronize with the Bunker, as you are considered unstable. Corruption starts at 1, and is further detailed in CH07.

Health is a number of check boxes (typically three) that represents your ability to continue to operate. Once you run out of Health, your android ceases to function. However, *this does not mean the character is completely dead*. So long as they have synchronized with the Bunker, they may return with their memories and experience intact. This is why you would do best to avoid gaining Corruption.

Creating a Character

Character Generation is a fairly simple affair. Depending on the length of the game, you have two different options.

If this game will be a oneshot (i.e. a single session), then you have 42 points to distribute amongst your Actions, and 36 points to distribute amongst your Styles.

If this game will be a campaign (i.e. a longer, continuous game over multiple sessions),

then you have 34 points to distribute amongst your Actions, and 28 points to distribute amongst your Styles.

All Actions and Styles must have a score of at least 1.

The next step is to decide on your model type. Each model has its own benefit as detailed below:

- **A – Attacker:** Can spend one Health to gain +2d12 to all Attack, Defend, and Move Tasks for the remainder of the scene.
- **B – Battler:** +1d12 to all Attack Tasks
- **D – Defender:** +1d12 to all Defend Tasks
- **E – Executioner:** Player works within the Gamemaster's Discretion. See CH07.
- **G – Gunner:** +1 to Skillfully Tasks (max of 11)
- **H – Healer:** +1d12 to all Tinker Tasks. Capable of Healing other Androids.
- **P – ERROR:** Player works within the Gamemaster's Discretion. See CH07.
- **S – Scanner:** +1d12 to all Study Tasks. Capable of Hacking.

Bringing your Android to "Life"

Now that you've created your character, you should take a moment to define their appearance and other defining characteristics.

Regular Androids have a variety of hair colors and skin tones, including hues not common in humans. **YoRHa androids, by contrast, all start the same**. They have dark eyes and white hair in one of several templates. They wear black uniforms or armor. The only exception is P-Models. They

start with dark hair, light eyes, and white uniforms or armor. If you want to change that, you'll have to develop your character during play to be more of an individual.

Android personality types range similarly in nature to their human creators. Units with the same number all share a common base personality construct, though their experiences can radically alter this in practice.

Androids cannot naturally reproduce and are not fitted with any kind of genitals by default. That said, most current-production YoRHa androids are female. This is due to testing that has found that male combat-focused models were stronger yet were poor at cooperation.

Field units (save for H and S models) are equipped with two weapons of their choice. H and S models are only able to carry one weapon at a time. All models receive a tactical support unit known as a POD.

In general, the weapons fall into five types: Small Swords, Large Swords, Spears, Combat Bracers, and Firearms. Each type of weapon has its own advantages and disadvantages as outlined in CH03. The full list of weapons you can wield are found in CH05.

As for the POD, they're basically a floating NPC companion that offer proposals and support in combat. They are also responsible for backing up your data to the Bunker. PODs are covered more in CH04.

Of course, there are exceptions to these guidelines. Be warned, though, that YoRHa tends not to look favorably at "the nail that sticks up."

Upgrading your Character

If you are playing in campaign mode, you will earn 4 experience per session (unless your Gamemaster decides otherwise). It costs a number of experience equal to the new rank to upgrade an Action or a Style. I.e. Style Rank 6 costs 6 experience.

CH03 – The aPANTS System

The **Android Pool and Number Target System** (aPANTS) is a d12-based system. The basic idea behind it is very straightforward: You roll a number of d12s equal to the type of **Action** you wish to perform (i.e. Verb) and then compare each result to the chosen **Style** (i.e. Adverb). For every die that comes up equal to or lower than your Style, you score one success.

The number of successes is then compared against a Difficulty as set by the Gamemaster. The Gamemaster should tell you what the Difficulty is prior to your roll. **By default, all tasks have a Difficulty of 1**, meaning you must roll one or more successes to pass. Difficulty can range in value from 0 to 6 as follows:

0. **Routine Task**, usually meant to help generate Drive for the Players.
1. **Straightforward Task**. Something an average character can succeed at.
2. **Moderate Task.** A skilled character can pass this with ease most of the time.
3. **Challenging Task**. A character with special expertise will pass this most of the time.
4. **Hard Task**. A skilled character would be hard-pressed to succeed.
5. **Very Hard Task**. Even the most skilled and talented character will be pushed to their limits.
6. **Nearly Impossible Task**. Succeeding at such a Task is the stuff of legends.

Even if you attempt a Style of Action at which you are unskilled (meaning you only have a score of 1), you may still attempt a Task. You reverse your Action and Style scores, allowing you to roll a single d12 against the relevant Action. This permits all characters the ability to attempt and/or assist other players at Tasks they are not skilled in. For the number-crunchers out there, this is also to prevent needless "crit-fishing" where you would only roll to get a critical.

Up to one other actor can assist a character on their roll. The assisting actor must explain to the Gamemaster how they are aiding the main actor performing the main roll. Should the Gamemaster judge this explanation acceptable, the assisting actor rolls a single d12 against their relevant Style. A success adds onto those rolled by the main actor.

The Gamemaster can decide that a given Task will succeed no matter the number of successes rolled. However, this means that failing to get the requisite number of successes means that the Gamemaster can introduce a negative effort or flavor to the result. They can also opt to take 2 Risk (see Metacurrency).

Criticals

If two or more dice roll as a 1, and there are enough successes to pass the Difficulty, then a **Critical Success** has been achieved. Either the actor doing the rolling or the Gamemaster may add additional, positive effects and flavor to their success.

If two or more dice roll as a 12, but there are still enough successes to pass the Difficulty, then a **Messy Critical** has been achieved. Either the actor doing the rolling or the Gamemaster may add additional, negative effects and flavor to their success. Alternatively, the Gamemaster can opt to take 2 Risk.

If two or more dice roll as a 12, and there are not enough successes to pass the Difficulty, then a **Complication** has occurred.

Either the actor doing the rolling or the GM may add additional, negative effects and flavor to their failure. Alternatively, the Gamemaster can opt to take 2 Risk.

In the event that multiple 1s and multiple 12s have been rolled, and the overall result is still a success, then **both** the effects of a Critical Success and a Messy Critical apply. In other words, you must add both a positive and negative effect to your success.

Opposing Rolls

An Opposing Roll occurs whenever two actors are working against one another in some fashion, such as during combat. Each actor must choose a Style, which they then keep secret from their opponent until both actors have chosen. They then reveal simultaneously which Style they have picked. The Gamemaster should then consult the chart below.

An arrow indicates that a given Style has an advantage over another. For example, performing an action *Skillfully* has an advantage over executing an action *Quickly*. This is represented by allowing the actor with the advantage (should one be present) to roll an additional 1d12 in their dice pool.

It is advised that the Gamemaster facilitate a way for each actor to choose their opposing Style without knowledge or means of guessing their opponent's. Especially if the Gamemaster is rolling on the behalf of an NPC. There is something to be said for having a good poker face!

Should both actors end up with the same number of successes, then both of their actions succeed in a cross counter.

Metacurrency

Metacurrency is the concept that certain outcomes on the dice can add to a resource pool. This resource pool can then be spent
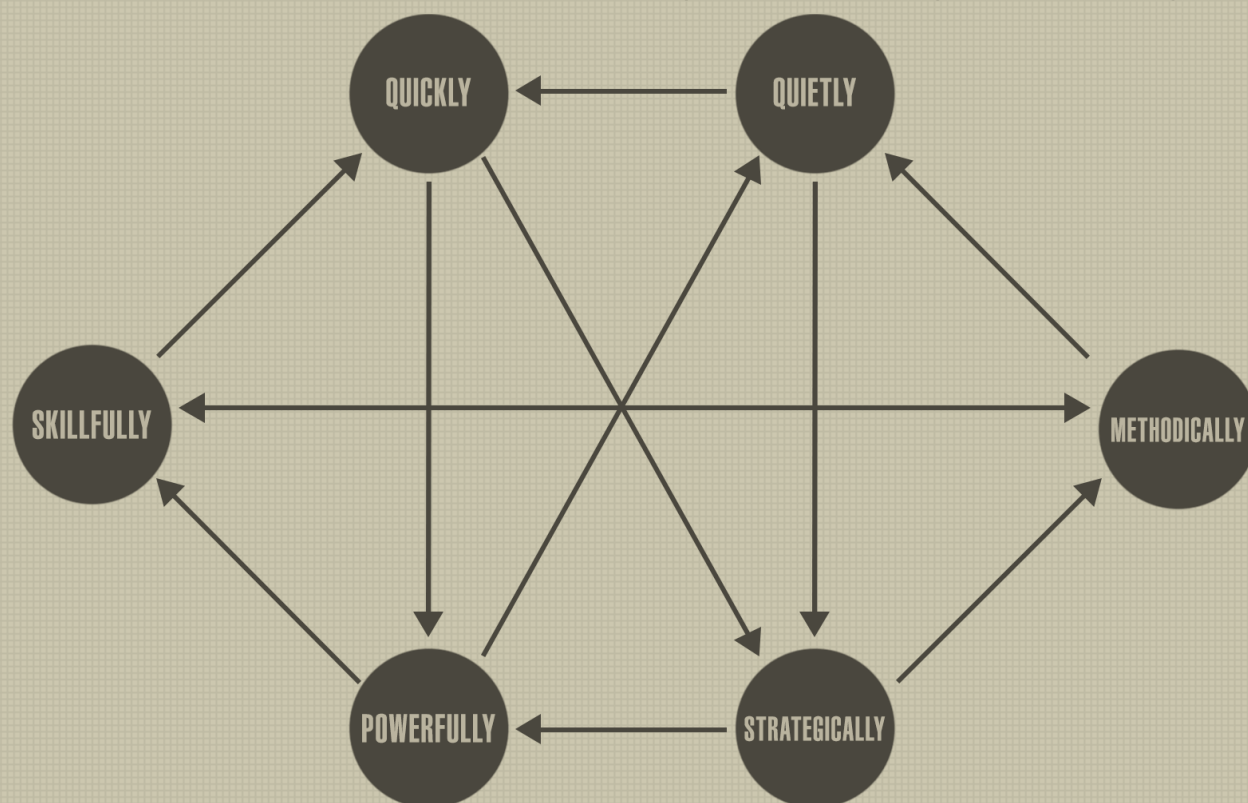
on enhancing your roll or perhaps hindering another's. There are two types of Metacurrency: Drive and Risk.

Drive

Drive is a shared resource pool among all the Players (not including the Gamemaster). Any Player can use this pool at any point, with one exception, so long as there is consensus at the table. **Should two Players be involved in an Opposing Roll against one another, no Drive can be spent.**

Drive is acquired whenever a Player rolls more successes than is required to pass a given Task. For every two extra successes that exceed the Difficulty, one point is added to the Drive Pool. The Drive Pool can hold up to six points and typically resets to zero at the start of every session. Drive in excess of the six cap is lost after the resolution of a Task, so make sure to use it!

Drive Spends

Players may spend Drive in the following ways:

For 2 Drive, a Player may *make a narrative declaration*. This essentially means they may add or change something about the current scene, usually to their advantage. The Gamemaster has final say whether this change is appropriate, but in general it is encouraged to allow Players some freedom here.

For 1 Drive, a Player may *buy an additional 1d12 for one of their Tasks*. This must be bought prior to rolling their pool, which is why knowing the Difficulty of the Task is so important. Additional dice past the first have a compounding cost, i.e. that the second bought die is 2 Drive (3 total), the third is 3 Drive (5 total), and so forth.

For 1 Drive, a Player may *ask for additional information*. Typically, this is used after receiving information on an enemy unit or situation where said information is not obvious.

Risk

Risk is a resource pool purely for the Gamemaster. *By default, they start each session with one point of Risk for every Player at the table.* Unlike the Players, the Gamemaster cannot generate Risk on their own. Instead, they are reliant on the Players to produce Risk for them. The primary generation method is tied to **Messy Criticals** and **Complications**. There is no limit to the amount of Risk a GM can hold. Risk does not carry over between sessions.

Risk Spends

Gamemasters may spend Risk in all the following ways:

For 1 Risk, the Gamemaster can *increase the Difficulty of a Task by 1*. This must be declared prior to the Players spending any Drive. Additional Difficulty increases compound the Risk cost, i.e. it costs 3 Risk total to raise the Difficulty by 2, 5 Risk total to raise it by 3, and so forth.

For 1 Risk, the Gamemaster can *buy an additional 1d12 for an NPC performing a Task*. Like the Drive spend, this must be bought prior to rolling the NPC's pool. Additional dice past the first have a compounding cost, i.e. that the second bought die is 2 Risk (3 total), the third is 3 Risk (5 total), and so forth.

For 1 Risk, the Gamemaster can *increase the critical failure range for a Task*. This means that both 11s and 12s on the dice count towards Messy Criticals and Complications. This can be bought multiple times (each time

costing 1 Risk) up to a maximum of 4 (i.e 8 to 12 on the dice)

Combat

Combat is generally run as a series of Opposing Rolls until one side is slain, retreats, or otherwise ceases hostilities. It is handled primarily in the theater of the mind, though a Gamemaster could adapt things to grid combat if they so wished.

Who goes first?
Initiative is determined by rolling 1d12 and then adding the character's Quickly score. The actor with the highest score acts first, proceeding down the list until every actor has had a chance to act. This is known as a *Round*. A full Round is typically considered to last six seconds.

Initiative is rolled at the top of every Round. This is to represent the ever-changing circumstances of combat.

What can I do during my turn?
You have one action on your turn to perform a single Task. This does not need to be an Attack. You could spend your turn to Move Quickly away, or maybe even Study Strategically your opponent. Success on such non-Attack Tasks should generally confer a benefit that affects how Combat proceeds thereafter. This could be as simple as a narrative advantage, or a more mechanical one such as bonus d12s.

How do Attacks work?
Attacks generally are handled via opposing rolls as detailed below. However, not all attacks would require an opposing roll (i.e. a surprise attack, an attack against a large enemy). In such an instance, you need only obtain two successes to deal 1 Box of Health damage to your target.

Special Attack Opposing Rolls
Certain opposing Actions are handled differently than normal in Combat scenarios.

Attack vs. Attack means that the winner of the opposed roll has inflicted 1 Box of Health on their opponent.

Attack vs. Defend depends on which side wins the opposed roll. If the actor attacking wins, then they inflict 1 Box of Health on their opponent. If the actor defending wins, then they take no damage *and* they gain +1d12 on their turn if they perform an Attack action against their Attacker.

Attack vs. Talk is very dependent on roleplay as to whether it works. As before, if the actor attacking wins the opposed roll then they inflict 1 Box of Health on their opponent. However, if the actor talking wins, hostilities between the two actors ceases (at least until the start of talking actor's next turn) as they talk things out.

What are the benefits of different weapons?
The following table outlines the benefits and detriments for each weapon type.

Type of Weapon	Advantage Style + 1 Up to a Maximum of 11	Disadvantage Style - 1 Down to a Minimum of 1
Light Sword	Quickly	Powerfully
Large Swords	Powerfully	Quickly
Spears	Strategically	Methodically
Combat Bracers	Quietly	Strategically
Firearms	May attack from range	All weapons in Melee

Hacking

Swinging around a sword is all well and good, but there's something to be said of hacking your opponent. It allows a S-Model to keep up with a B-Model that's cutting through everything. *Only an S-Model and certain enemy NPCs can Hack.*

Unlike a normal opposed Attack, your opponent cannot Talk their way out of taking damage from a hack. Meaning that your opponent can do Attack vs. Attack and Attack vs. Defense, but not Attack vs. Talk.

You can choose not to inflict damage if your hack Attack is successful. Instead, you can create an *advantage* on your opponent. This means that all Attacks (not just yours) that target your opponent gain +2d12 until the end of the target's next turn. Narratively, this could be explained as motors locking up, optics failing, weak points being exposed, and so on.

How do I heal mid-combat?

You may self-repair once per Combat Encounter by taking your full action to do so on your turn. This unchecks 1 Box of Health that is already checked. *H-model androids*

may attempt to perform a Tinker Task on another android at Difficulty 3 to restore 1 Box of their Health.

You heal to full by visiting the Bunker or spending at least eight hours of narrative time resting.

Could you summarize all the modifiers I need to keep track of in Combat?

Of course!

1. Check your Style against that of your opponent (Possible +1d12)
2. Check your Style against your chosen weapon (Possible +1 to Style)
3. Include the benefit for a successful Defend (Possible +1d12)
4. Any effects that your Weapon's Mod confers (See CH05)
5. Any benefits your Model type confers (See CH02)

How do PODs work?

Covered more in CH04, PODs can use their installed program *once per scene*. Using this ability does not take up your action, but must be done on your turn.

CH04 – PODs and You

PODs are special NPCs that work with the Players on an individual basis. *They are considered to have 3 Action and 4 Style for purposes of rolling.*

POD Programs

Each POD as a program, or skill. There are different categories as outlined below. You can obtain new programs by visiting maintenance shops in the Bunker.

Attack
Each of these programs requires an Attack Task at Difficulty 1 and deals 1 Box of Health unless otherwise indicated.

- **R010: Laser** – Fires a powerful laser
- **R020: Mirage** – Analyzes all enemies close to the POD and allows the Player to attack all targets at once using their action. Difficulty of 2, Does no Damage.
- **R030: Hammer** – Summons a mass of energy that unleashes a devastating blow
- **R040: Blade** – Spins the POD around the Player at high speed, damaging enemies in the vicinity.
- **R050: Spear** – Produces a mass of energy that sprouts from the ground in the shape of deadly spears.
- **A080: Wave** – Generates a powerful shock wave by slamming the POD into the ground. This hits all nearby targets. Difficulty of 2.
- **A090: Wire** – Fires a wire at a foe. If it hits, the Player is launched right to the target. Does no damage.
- **A110: Slow** – Creates a field that distorts time and slows enemies. This is represented by raising the Difficulty of enemy Move Actions by +1. Does no damage.

- **A130: Bomb** – Throws a volley of small explosive charges.
- **A140: Gravity** – Unleashes a blast that sucks in any enemies in the vicinity. Does no damage.
- **A150: Volt** – Restrains and shocks one nearby enemy, preventing them from attempting Move Tasks. Difficulty 2.

Defend
Each of these programs confers a bonus to the Player's Defense in some way.

- **A060: P Shield** – Deploys a protective barrier that blocks all melee attacks for one Round.
- **R070: M Shield** – Deploys a protective barrier that blocks all projectile attacks for one Round.
- **A100: Decoy** – Creates an image of the Player, drawing the attention of the enemy. Enemies must roll a 1d12. On a 7 or higher, they attack the clone instead of the Player.

Move
There is a single Move program – **A160: Missile**. It allows a combatant to ride atop a POD as it rushes through the air.

Tinker
There is a single Tinker program – **A120: Repair.** It unchecks a single box of Health.
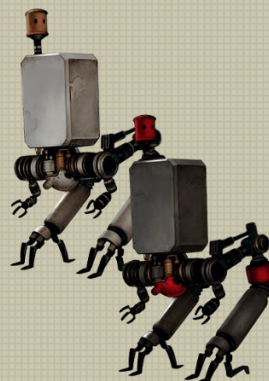
CH05 – Armory

The following section details the different kinds of weapons you might find during play. Should you want a type of weapon not described here, consult your Gamemaster.

Weapon Mods

By default, all weapons have at least one mod applied to them. Rather than replicate the entire armory, the mods themselves have been provided so you can mix and match at will. Acquiring new mods requires a return to the Bunker's maintenance shops.

The available Mods are as follows:

- Endurance Up: +1d12 to Defend Tasks
- Bullet Absorb: Recover 1 Health if you successfully Defend against a projectile attack
- Holy Blessing: +1d12 to Attack Tasks when Health is full
- Dark Impulse: +1d12 to Attack Tasks when you only have 1 Health remaining
- Pod Charge: If you perform three successful attacks, you may gain an additional use of your POD's program during this scene
- Phoenix Flash: Roll 1d12 each time you are hit. On a 1 you heal 1 Health
- Energy Charge: Your first attack in battle does 2 Health of damage instead of 1. You may spend 2 Drive to recharge this Mod in combat.
- Finish Blast: Attacks can hit nearby enemies on a Critical Success. Nearby enemies always roll Attack vs Defense.

Optional Weapon Types

If your Gamemaster allows it, you may also use Axes, Poleaxes, Chakrams, Rods, Staves, Maces, and Hammers. Their advantages/disadvantages can be found in the chart below.

Type of Weapon	Advantage Up to a Maximum of 11	Disadvantage Down to a Minimum of 1
Axe	Powerfully	Quickly
Poleaxes	Strategically	Methodically
Chakrams	May attack from range	Powerfully
Rods & Staves	Allows for the use of a second POD program	Quietly
Maces & Hammers	Methodically	Quietly

Optional Mechanic: Upgrading

If your Gamemaster decides to use this mechanic, then things change as follows:

- Weapons no longer start with a Mod.
- Weapons start at Level 1 and can be upgraded to a maximum of Level 4. This upgrade process should require some form of material cost as decided upon by the Gamemaster. It can only be accomplished in the maintenance shop at the Bunker.
- Level 2 Weapons acquire a Mod of the wielder's choice at the time of upgrading.
- Level 3 Weapons are no longer affected by their Disadvantage.
- Level 4 Weapons gain a second Mod.

CH06 – Flight Units

This chapter details the optional mechanics behind the equipment known as "Flight Units." Normally, a Flight Unit is used for two things. The first is travel between Earth and Bunker. The second is as a means to fight enemies that would otherwise be near-impossible to fight while on foot due to their immense size. These mechanics detail the latter use.

How do I obtain a Flight Unit?
All Flight Unit use is regulated by YoRHa command. They strictly control access, going so far as to recall the units to the Bunker once they have filled their role. In order to gain use of one (aside from travel between the Bunker and Earth), Command must judge a threat as warranting Flight Unit deployment.

In short, your Gamemaster will decide if and when you can use a Flight Unit.

How do Flight Units work?
While in a Flight Unit, actors gain use of the following equipment:

- **Long Range Cannons** – Works like a Firearm
- **Light Sword Attack** – Works like a Light Sword
- **Heavy Sword Attack** – Works like a Large Sword
- **Missile Attack** – Replaces POD Programs. Deals 3 Health worth of damage on a successful Difficulty 3 Task

Actors also gain +3 Health during operation. Should all their Health be depleted, the Flight Unit crashes.

Tasks while operating a Flight Unit work the same way as the actor's normal rolls. In other words, you continue to use your character stats while within one. The major difference is that you deal 2 Health worth of damage per Attack, rather than the usual 1.

The massive enemies you would be fighting in a Flight Unit also receive an upgrade. They tend to have immense Health pools, and there is a unique Risk spend for the Gamemaster. Specifically, the Gamemaster may spend 1 Risk to raise the damage of a successful Attack by these enemies to 2 Health instead of the usual 1.

- WARNING -

If you are not the Gamemaster, then that is all you need to read in order to begin play. **Past this point is information for Gamemaster-eyes only**, as well as potential spoilers for *NieR: Automata*, the *NieR* series, *Final Fantasy XIV*, and the *Drakenguard* series. Of course, I can't stop you if you want to read ahead anyways. You have been warned.

CH07 – Gamemasters Only

This section contains details about mechanics that only Gamemasters should be privy to.

Corruption

Certain actions and certain environments may expose a Player Character to a corrupting influence such as the Logic Virus. When this occurs, a Player should roll a 1d12 and compare it to a value equal to 12 minus their current Corruption. E.g., the Players initially are rolling against an 11 or lower.

Should a Player fail, or you deem it appropriate for them to fail, their Corruption score increases by 1. They must also roll a further 1d12 against the following chart:

Roll	Result
1-6	The character becomes withdrawn and otherwise quiet for a time.
7-8	The character laughs hysterically and spouts nonsense for a few minutes.
9-10	Panic and terror freeze the character in place. They are unable to act for at least one Round.
11	The character suffers a -2 penalty to their Styles (to a minimum of 1) until they have a chance to rest and thinks things over.
12	The character turns on their allies, attacking them in their madness. This effect lasts until they are snapped out of it or otherwise pacified.

Once a Player Character reaches 12 Corruption, they are effectively retired from play. The Player must make a new character. Their previous one is otherwise turned into an NPC that the Players may have to hunt down (like A2) or otherwise work against (like 9S).

Optional Mechanic: Memory Loss
Once a Player reaches 4 Corruption, their backups at the Bunker begin to exhibit anomalies in the form of memory loss. This loss of memory can be anything from not remembering a single battle to entirely forgetting someone. It is best to work with your Players and make this more of a fun roleplay element rather than a punishment.

The Horrible, Horrible Truths

Mankind is dead. The supposed "Council of Humanity" behind YoRHa is a lie to give androids a "God" to fight for. It does not exist. Humanity has been dead prior to the arrival of the aliens on Earth. The aliens are similarly expired.

YoRHa androids are specifically designed to experience a pleasurable sensation from combat and killing. Non-YoRHa androids have created "electronic drugs" that replicate this feeling.

And if all that wasn't bad enough, the black boxes of YoRHa androids are made from the cores of very machines they are fighting. The intention being to kill every last YoRHa unit once the machines were defeated.

These Truths are why YoRHa tends to permanently silence androids that grow too curious and display too much individuality. They are mere tools to be discarded when they become too troublesome.

In short, the Players' journey of finding themselves is doomed from the beginning.

E and P Models

E-Models

E-Models are often covertly deployed and given another type designation. The best example of this is 2E who presents themselves as 2B. They are charged with monitoring and, if need be, eliminating androids who have violated YoRHa's policies in some way. Such violations include (but are not limited to):

- Those at risk of or in the process of deserting
- Those in unauthorized possession of classified information
- Those who have become too corrupted

If a Player would like to play an E-Model, they should ideally approach you in private so that their secret cannot be metagamed. Their character sheet should use another type designation for this same reason. It is essentially a secret between the Player and you that you can pull on if need be to get them to act in a certain way.

The benefit to being an E-Model is that the Player can gain a +1d12 to Actions and +1 (up to a Maximum of 11) Styles at will. The Player chooses when to activate this benefit, though they usually need authorization from command first. The downside to this benefit is that, if caught using it, everyone at the table and the characters in-game will know what model type the Player is using. And depending on the circumstances, that could be deemed "unauthorized possession of classified information."

P-Models

P-Models are fake. It is heavily implied in the FFXIV Raid, The Puppets' Bunker, that the "P" stands for "Puppet." **Ergo, P-Models are Machine Lifeforms like Adam and Eve**. This means that P-Models are essentially "Machine Double Agents" embedded into YoRHa. If a Player wants to play one, or you want to offer such, ensure that no one else in the party knows by talking to the Player in private. Direct them to choose another Model type to masquerade as just like the E-Model. The payoff here is that you can, at a dramatically appropriate moment, have their character betray the party in a spectacular manner. They then become an NPC.

Optional Rule: O-Model

As mentioned in CH02, the O-Model is a Logistical model that provides intel and missions for units in the field as well as collecting and compiling command-level data. O-Models are not permitted to leave the Bunker, though a Player can choose to play one nonetheless.

Should a Player want to play an O-Model, it is important to stress to them that their role is to be the party's logistical support. They will only be able to speak to the other Players so long as a connection can be established to the Bunker. They are privy to all that the party says and does while the connection is present. This allows them to interject with knowledge as warranted.

In a way, playing an O-Model is like being a Co-Gamemaster in terms of information communication. The Player will need to anticipate what the party will ask about and come up with a plausible answer. Otherwise, you as the Gamemaster will have to prepare handouts and other ways for the Player behind the O-Model to get such information.

O-Models do not have traditional stats. Instead, they are able to take control of another Player's POD. This temporarily buffs the POD's Action and Style to 5 each, as

well as conferring a second use of the POD's program. The O-Model Player can only take over two different PODs per combat encounter.

Quick NPC Stats

The following guidelines should be kept in mind when creating appropriate challenges for your Players. It's important to note that some NPCs get to "cheat" in that they have more Health than a Player Character.

Minor Enemy
Example: Any Small enemy
1 – 2 per Player
Action 4, Style 4, Health 2

Average Enemy
Example: Any Medium enemy
1 per Player
Action 6, Style 6, Health 3

Hard Enemy
Example: Linked-Sphere, Enemy Androids
1 per 2 – 3 Players
Action 8, Style 6, Health 6

"Boss"
Example: Goliath Biped, Goliath Tank
1 per 4 – 5 Players
Action 8, Style 8, Health 12

"Boss Fight in Flight Units"
Example: Engels, Marx
1 per 4 – 5 Players
Action 10, Style 8, Health 24

"Secret Boss Fight"
Example: 9S, Emil
ERROR: UNEXPECTED <!EOF> AT DIFFICULTY
Action 10, Style 10, Health ???

General Advice on Play

This section contains useful tips that should help you keep the game moving and fun.

Failing Forward
Even though the Players may fail a given task, it does not mean they should be locked out of a certain encounter or story. In other words, you should not hinge something crucial to the plot on the results of a single dice roll. Allow the Players to continue forward in some fashion and keep the game moving!

It's also worth noting that Failure can be just as rewarding as succeeding. It can lead to things like character development and (good) drama.

Remember Rule 0
As Gamemaster, what you say goes. That means if you find a rule you don't like, a rule is bogging down smooth play, or there isn't a rule for something, you should create your own solution. Consider this book more of a "guidelines" style reference.

Using Risk Effectively and Fairly
It may be tempting to hoard your Risk for when the metaphorical crap starts hitting the fan. However, this could lead to a situation where your Risk spends create an adversarial environment with your Players. In other words, they could feel spurned or otherwise stonewalled by a sudden high Difficulty or large complication range.

Instead, you should spend your Risk every so often to raise the tension and keep the Players on their toes. There's also nothing wrong with you "forgetting" to spend Risk if your Players are having a bad night.

Risk & Difficulty
At first glance, it may seem as if the Risk Spend to increase the Difficulty of a Task is useless. After all, you're the Gamemaster, so you set the Difficulty, right?

That's partially true. While you can call for Difficulty 4 and higher Tasks without

spending Risk, it's advised that you opt for the Risk spend where possible. This particular Risk spend can also be introduced after the Players have started to gather their resources as a way to challenge them.

Cultivating a Positive Environment

Players, old and new alike, may sometimes feel as if they're not allowed to contribute to how a scene is unfolding. They tend to phrase their actions as, "May I do X?" What you should do as Gamemaster is try and change that to, "How do I do X?" It's a subtle change, but an important one.

Another thing you should encourage is the use of the *narrative declaration* Drive spend. TTRPGs are **collaborative storytelling**. That means everyone should be able to contribute to how events are unfolding. In other words, try and avoid flat out saying "No" to something unless there's a clear violation in the tone, scope, or immersion of the game you're running.

In addition, you should work to make sure both you and the Players are having fun. Yes, you read that right. Even the Gamemaster is allowed to have fun. If you're not, it will definitely show.

Combat Should Not Drag On

In general, combat should only last as long as necessary. Once a clear victor has become apparent, you can end combat early rather than continue to roll dice for the sake of rolling dice. The only exception to this are "Boss Fights." Those should be highlights of your session/campaign and thus should be carried out to their (potentially bitter) end. Don't overuse them!

Character Death Happens

Sometimes the dice and/or Player actions lead to a character dying. If that character is backed up in the Bunker, it's just a minor inconvenience. A temporarily-dead character rejoins the other Player Characters during a thematically-appropriate moment in the roleplay.

However, for all non-YoRHa androids (and those that are too corrupted to be backed up), dying is a permanent affair. There is no means to bring someone back once they've expired. It's important to stress this fact with your Players prior to starting play such that the Players can be prepared for it.

Not Everything Needs to be Combat

It's worth saying that you need not feel restricted to running your Players through combat encounter after combat encounter.

A good campaign usually has moments of downtime where the Players can spend time roleplaying and interacting with the world around them.
Popular "downtime activities" include:

- Fishing – Just don't eat your catch!
- Riding wildlife such as Moose and Boars
- Chatting with non-YoRHa androids
- Chasing Emil around

CH08 – THIS CANNOT CONTINUE

The follow chapter is an attempt to summarize the events of *Drakengard* and *NieR* to provide greater context to the setting of *Automata*. This information is by no means complete. It was a joint effort by anonymous contributors to create a way for Gamemasters of *Agaku* to explore beyond what is seen in *Automata*. **You need not read this section to run *Agaku*, though it might give you some ideas all the same.**

Important Terms/Lore Bits

The bits of lore that follow often self-reference and otherwise require reading several other bits. They are roughly presented in order of importance.

The Dragon
This is the name scientists of the *NieR* universe gave to Angelus, the draconic Pact Partner to Caim in *Drakenguard 1*, after she was shot down at the end of the game. The Dragon is one of the sources of Maso, which allows for the use of Magic.

The Giant
This is the name scientists of the *NieR* universe gave to the Queen-Beast, Mother of The Watchers, that fell from the sky of Tokyo at the end of *Drakengard 1*. The Giant is one of the sources of Maso, which causes White Chlorination Syndrome (WCS).

The Watchers
Known as Angels and by other titles such as Grotesqueries and Daemons, Watchers are an instrument of God whose main goal is the destruction of humanity. They are extradimensional in nature, though only directly interfere with the *Drakengard* universe. In the *NieR* universe, they only spread their influence by WCS and later the Logic Virus.

Maso
These are particles from another dimension, specifically those of the Giant and the Dragon.

Maso from the Giant is similar to sodium chloride (i.e. Salt), though lacks mass or weight. It is the source of WCS.

Maso from the Dragon allows energy absorption and transference from other dimensions. This breaks the law of energy conservation and allows the creation of something from nothing in a process dubbed "Magic." It allowed for Project Gestalt to occur.

WCS
White Chlorination Syndrome is a disease that appeared in the year 2003. It was spread by Maso from the Giant that appeared in Shinjuku, Tokyo. Humans infected with this corrupted Maso were forced into a pact with a God from the dimension of the Giant. Infected were given a choice: Either turn into a salt-white creature (a Legion) and become a servant of the Gods (Masters of the Watchers), or have their body turn to salt and die.

Legion
When infected with WCS, a person is given a choice to either become a servant of The Gods or die. Those that choose the former are known as the Legion, and they are led by the Red-Eye.

Multiple-Origin Theory
This theory, discovered in 2010 from experimentation on the corpse of the Dragon, proves the existence of multiple parallel dimensions. Continued research into this phenomenon lead to the discovery of

Maso and much of the advances towards combating the WCS pandemic.

Project Gestalt
In 2014, Project Gestalt researched Maso use in order to separate a human's soul from their body in order to "cheat" WCS. When revealed to the public, though, they were rejected over concerns over a soul losing their body.

Ten years later, in 2024, the first Replicants were created. This closed the concern raised prior, and eventually led to Gestaltization being accepted by the public in the year 2032. This process allowed humanity's souls remain asleep while the Replicants to clean up the corrupted Maso in the world.

Replicant production and instruction was overseen by Androids until humanity was ready to reintegrate with the Replicants. It took until 3288 for the world to be purified. By that point, Replicants had started to gain sentience. This led to conflicts when the Gestalts awoke from stasis and tried to return to "their" bodies.

Replicants
Taken from the film *Blade Runner*, a Replicant is an artificial, sterile, genetically-engineered body made from the genetic information of someone who has undergone Gestaltization. These Replicants fought Legion and banished the corrupted Maso back to its dimension of origin, all under the direction of Androids.

When a Replicant died, the Androids overseeing them made a new one to take the place of the old one. Replicants had no memories of the people they were cloned from, as well as no knowledge of normal childbirth. This allowed the Androids the control the production of new Replicants.

Centuries after their creation, Replicants started to gain sentience and develop due to environmental stimuli. They formed their own civilizations and cultures with technology equivalent to the Medieval Level. They typically gathered around the artifacts and buildings of the Old World that humanity left behind.

Shades
These are the souls of humans that have been removed from their physical bodies by Project Gestalt. They are also known as Demons and Gestalts. As Project Gestalt was kept a secret from Replicants, these Shades found that they could not simply return to their bodies. Bodies that were now gaining their own sentience.

This led to the Shades losing *their* sentience and going berserk in a process referred to as relapsing. They attacked the Replicants, their forms growing more and more monstrous the more they lost their humanity. This in turn led to the clueless Replicants viewing them as monsters to be hunted down.

When a Shade was slain, the corresponding Replicant was rendered unable to be recreated by Project Gestalt. This is one aspect that led to the eventual extinction of humanity.

Shadowlord
The Shadowlord was the name given to the first successful, stable Shade upon which Project Gestalt was built. By connecting other Shades to him, Project Gestalt was able to stabilize them. But this also was a weak link, as Replicant Nier revealed.

Devola & Popola
Devola and Popola were a pair of Android lines tasked with overseeing Project Gestalt. They were designed to work in pairs to better handle the pressure that such a task placed upon them. However, they still failed, meaning subsequent models were

programmed with built-in feelings of guilt for being the models that led to the death of humanity.

Replicant Nier & Yonah

Nier was a Replicant and the protagonist of the first *NieR* game. He was searching for a cure to the disease, the Black Scrawl, that his relative, Yonah, was suffering from. Depending on which version of *NieR* was played, Yonah was either his sister or his daughter.

During this quest, Nier accidentally doomed Project Gestalt, stopping Shades from reintegrating with their Replicant bodies and dooming humanity to extinction. Specifically, he killed his own Shade, the Shadowlord, who was connected to all other Shades. Their death caused every single Shade to relapse. Those Replicants whose Shade relapsed simultaneously manifested the same Black Scrawl disease that started the whole chain of events. This represented the DNA of the Replicant failing and eventually meaning that the Replicant was no longer usable.

The last Shade was killed in 4198. The remaining Replicants died out shortly thereafter, leaving Androids as the last remnant of humanity.

Zinnia, No. 9, and No. 2

Zinnia was the creator of the first YoRHa Androids. They were made with the express purpose of being expendable soldiers. Zinnia also came up with the idea of "Humans living on the Moon" to motivate these Androids, though discarded it as not being something that could be kept secret.

Zinnia was killed by No. 9 (the basis for all Type-9 personalities). No. 9 stabbed him in the back and set fire to their satellite lab such that no one would ever find out that the Moon Server was a lie. No. 9 was then

killed by No. 2 (the basis for all Type-2 personalities) when she discovered what he had done. This ironically made the YoRHa project itself the brainchild of No. 9.

Info on the Moon Bunker

The Moon Bunker is manned by a single YoRHa unit, 10H, and a POD, POD 006. An H-Model was specifically chosen as being capable of repairing any system too advanced for the POD, while also being less inquisitive than a S-Model. POD 006 is special in that, unlike most PODs that can only handle three bodies at a time, it can manage hundreds.

POD 006 handles most of the operation of the Bunker, and is otherwise responsible for terminating 10H whenever she discovers that she is not at the bottom of the ocean as she was told when assigned to her post. To continue this lie, magnets were placed on the bottom of most surfaces, such as 10H's heels and the chess pieces she uses when playing matches with POD 006. Her servo strength has also been modified to maximize the amount of time it takes 10H to figure out where she is.

Accord

Accord is an Android that was created in the Kingdom of the Night prior to humanity's downfall. She has the ability to, at the very least, travel between the *Drakengard* and the *NieR* universes. She is also shown as being capable of "locking" one of *Drakengard 3*'s timelines to prevent the Watchers from getting in. Furthermore, she can make copies of herself through unknown means.

Accord is the one that writes all the stories that are unlocked from upgrading weapons in every *Drakengard* and *NieR* game. She also sells weapons to the Resistance in *NieR: Automata*.

In one timeline, Accord is part of the Pearl Harbor Descent Mission that was one of the first deployments of YoRHa forces and the reason A2 deserted. This particular timeline is also notable for the fact that Anemone, one of the two survivors of the mission alongside A2, has been replaced with Jackass.

Other Terms/Lore Bits

These are other bits of lore that you may find useful.

Red Eye
Red Eyes have been a sign of corruption by the Watchers or the Gods. It is seen in the Legion and in Androids that have fallen victim to the Logic Virus. Red-eye was also the name of the leader of the Legion in the war between non-infected humans and those infected with WCS.

The Kingdom of Night and the Kingdom of Day
The world of NieR is locked in its rotation such that one side *always* faces towards the Sun and one side *always* faces away. The side facing away from the Sun, the Western hemisphere, is known as the Kingdom of Night. Similarly, the side facing toward the Sun, the Eastern Hemisphere, is known as the Kingdom of Day.

Out-of-game, it is a common theory that this was instituted so that the game developers did not have to create a day/night cycle.

National Weapons Research Facility
The NWRF was founded in 2018 with the purpose of researching and weaponizing Maso particles. They worked for eight years until they lost control of Test Subject No. 6 and No. 7 had to step in. This catastrophe led to the conclusion that the benefits of experimentation with Maso on humans were far outweighed by the benefits. Thus, the NWRF was vastly scaled back until the unrelated Project Gestalt was revealed to the public six years later.

Emil and Halua
Emil was Test Subject No. 7 of the NWRF, and his sister, Halua, was Test Subject No. 6. The experiments with Maso gave Emil the ability to turn anything he looked at into stone, including Halua.

Once humanity left the world through Project Gestalt, Emil was left alone in a mansion that sat atop of the NWRF. He was ageless, maintaining the form of a young boy for over a thousand years. He eventually fought alongside Nier while they searched for a cure for Emil's stone-gaze curse. This led to Emil fusing with Halua, at which point he gained a skeletal appearance with a round, grinning head.

Emil would go on to sacrifice himself to save Nier and his party from Popola. However, this only led to the loss of his body. He survived to the time of *Automata* as a disembodied head. Despite his odd appearance, he is the last human alive in the *NieR* setting.

He was able to make copies of himself to fight the Machine invaders when the Aliens attacked Earth. Each copy, however, split his memories evenly to the point he gained amnesia. It's hinted at that he was so good at fighting the Machines that the current models with their round heads are based on Emil's appearance.

Luciferase and Hamelin
Luciferase was a medical compound developed in 2016 that was able to delay the onset of WCS. It had increased effectiveness in younger patients, leading to the creation of the Hamelin Organization in late 2017. Hamelin trained children to defend humanity from the Legion. Due to its

effectiveness, its influence grew and many young people volunteered to become crusaders for the organization.

However, the huge battles against the Legion destabilized most of the economies in the world. With WCS spiraling out of control and no actual cure in sight, Project Gestalt were able to convince humanity to undergo Gestaltization.

The Grimoire Project
A year after the start of Project Gestalt in 2032, the Grimoire Project was devised when it was discovered that it was possible to embed Gestalts into a book-like vessel. Under the pretense of a top-secret mission, where the reward was retirement from the Hamelin organization, a pair of veteran teen crusaders were transformed into Grimoire Weiss and Noir. Their twin activation would produce enough energy to force the reintegration of all the Gestalts into their respective Replicants.

11 other sealed books were also created, though only Grimoire Weiss, Grimoire Noir, and Grimoire Rubrum are known.

Optional Rule: Non-YoRHa Android

Now that you (hopefully) have greater context for the greater setting of *NieR*, the rules for playing a Non-YoRHa Android can be provided. It is said that android model lines that predate the year 4200 are of higher quality than the ones built after (not including YoRHa models). This includes the Devola, Popola, and Accord lines.

Pre-4200 Androids have a maximum Action and Style of 8, with certain weapons potentially boosting Style to 9.

Post-4200 Androids have a maximum Action and Style of 6, with certain weapons potentially boosting Style to 7.

Neither Android type, pre or post 4200, possess the NFCS (See CH02). Nor are they assigned a POD by YoRHa. When they die, they are forever lost.

The benefit to playing such a non-YoRHa android is that you can wield *any* weapon and be as individualistic as you like. Though that may seem paltry compensation, some Players will enjoy the added challenge and freedom such an option offers.

Afterword

Thank you for taking the time to check out *NieR: Agaku*!

I hope you have as much fun with the system as I have writing it. If even one person has fun, my goal will be complete. I love hearing about your table experiences! Just shoot me an email via the link in the Credits page at the beginning of this book.

I also welcome any and all feedback both good and bad. You can submit anonymous, general feedback via this form. A Gamemaster can also send in more specific Playtest feedback via this form.

If you want to stay up to date on development of *NieR: Agaku*, you'll want to watch the itch.io page, my Twitter (@elhmk1), my Patreon, and/or join my Discord. If you're interested in contributing to development, just get in touch via one of the above methods.

One last thing – I doubt Taro-sensei will ever see this, but I want to give him special thanks once more. Shine on, you crazy diamond.

NieR: Agaku

Player: _____

Status

YoRHa: _____ EXP : _____ Operator: _____ Description: _____

Health: _____ ☐☐☐☐☐☐☐☐☐☐ _____

Corruption: ☒☐☐☐☐☐☐☐☐☐ _____

Styles

	Base		Bonus
Skillfully	[ ]	+	[ ]
Quickly	[ ]	+	[ ]
Powerfully	[ ]	+	[ ]
Quietly	[ ]	+	[ ]
Strategically	[ ]	+	[ ]
Methodically	[ ]	+	[ ]

Actions

	Base		Bonus
Attack	[ ]	+	[ ]
Defend	[ ]	+	[ ]
Move	[ ]	+	[ ]
Talk	[ ]	+	[ ]
Study	[ ]	+	[ ]
Tinker	[ ]	+	[ ]

Equipment

Main Weapon: _____

Weapon Type: _____

Ugrade Level: _____

Advantage: _____

Disadvantage: _____

Mods: _____

_____

Sub Weapon: _____

Weapon Type: _____

Ugrade Level: _____

Advantage: _____

Disadvantage: _____

Mods: _____

_____

POD Program: _____

Portrait

Notes